GAME BOY ADVANCE

AGB-BB7E-USA

Backyard SPORTS™

WITH PAUL PIERCE AND OTHER NBA PROS AS KIDS

ATARI

BASKETBALL 2007 NBA

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH CAN USE A GAME BOY ADVANCE GAME LINK CABLE.

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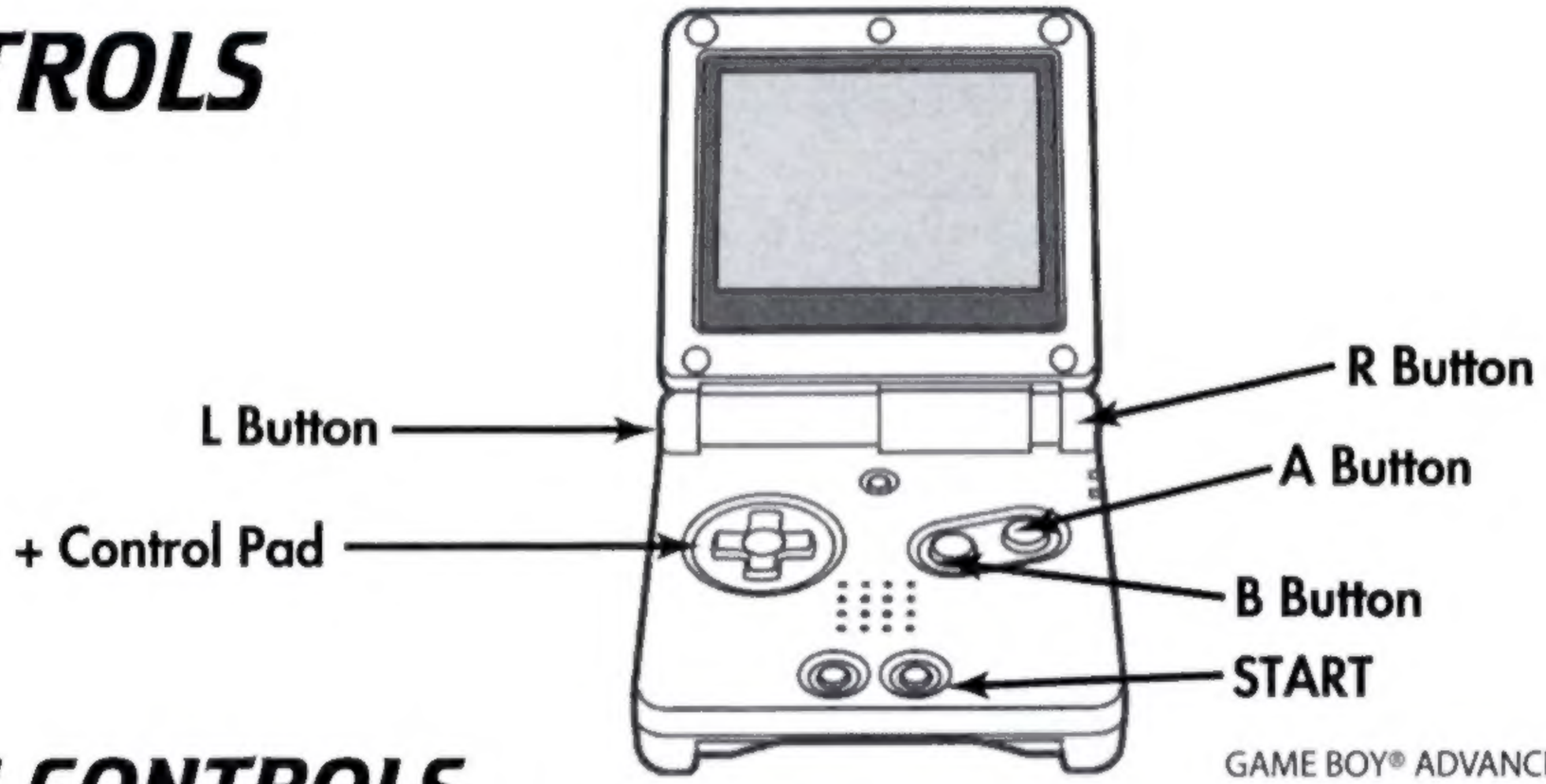
GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.
2. Insert the *Backyard Basketball® 2007* Game Pak into the slot on the Game Boy Advance. Press firmly to ensure the Game Pak is correctly inserted.
3. Switch the Game Boy Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.
4. When the title screen appears, press START to proceed to the Main Menu.

Note: For multiplayer games, connect two Game Boy Advance systems (each with a Backyard Basketball 2007 Game Pak) via a Game Boy® Advance Game Link® cable. (See "Multiplayer" on page 25 for details.)

CONTROLS



GAME BOY® ADVANCE SP

MENU CONTROLS

CONTROL	ACTION
+ Control Pad	Navigate Menu/Cycle Menu Choices
A Button	Accept
B Button	Back
R Button	View more teams (Select Team screen)
L Button	View more teams (Select Team screen)
START	Accept / Continue / Jump to Game (when Available)

GAMEPLAY CONTROLS

CONTROL	ACTION
+ Control Pad	Move Player
A Button	**Offense:** Press and hold, then release to shoot the ball (Press to make the player jump and release to shoot at highest point) Tap to fake shooting the ball **Defense:** Block / Jump / Rebound
B Button	**Offense:** Pass **Defense:** Switch Players
R Button	Turbo
L Button	**Offense:** Spin Move **Defense:** Steal
START	Pause Menu

SAVING AND LOADING

With Auto Save set to ON (see "Options" on page 9), your Season Play progress is automatically saved following the completion of each game. To pick up exactly where you left off in the season schedule, simply sign in as the same coach. Note: Games played in Play Now, Pick-Up Game, Mini-Games and Multiplayer modes are not saved.

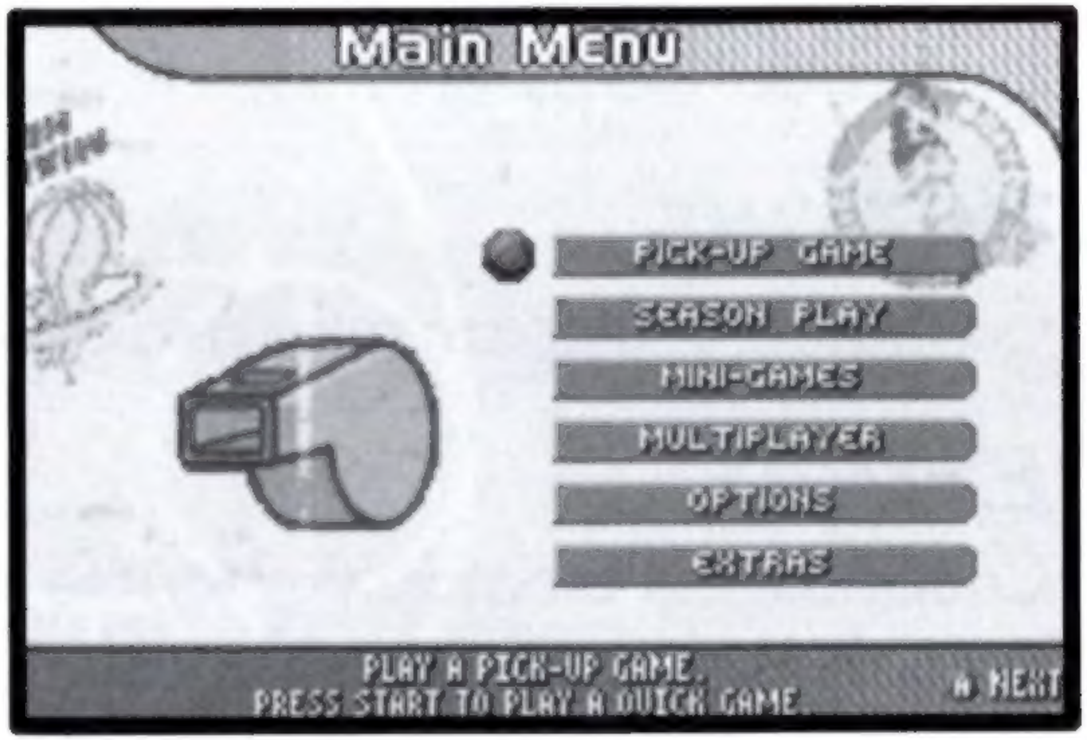
WELCOME TO BACKYARD BASKETBALL® 2007

Backyard Basketball 2007 is back on the Game Boy Advance system! Create your own portable basketball team with Backyard Kids and cool kid versions of National Basketball Association® stars! It's slam-dunk action full of wacky courts and crazy power-ups!

MAIN MENU

PICK-UP GAME

Play a single game where you can choose a team, players and a court. The results of Pick-Up games do not affect Season Play statistics (see "Pick-Up Game and Season Play Setup" on page 12).



SEASON PLAY

Lead your team through a rigorous BBA season and compete for the BBA championship (see "Pick-Up Game and Season Play Setup" on page 12).

MINI-GAMES

Test your shooting accuracy in a quick game of Hot Shot or Block Shot, practice your all-around basketball skills in Practice mode (see page 18) or see how long you can balance a basketball in Ball Balance.

MULTIPLAYER

Play some two-player hoops in Multiplayer mode (see "Multiplayer" on page 25).

OPTIONS

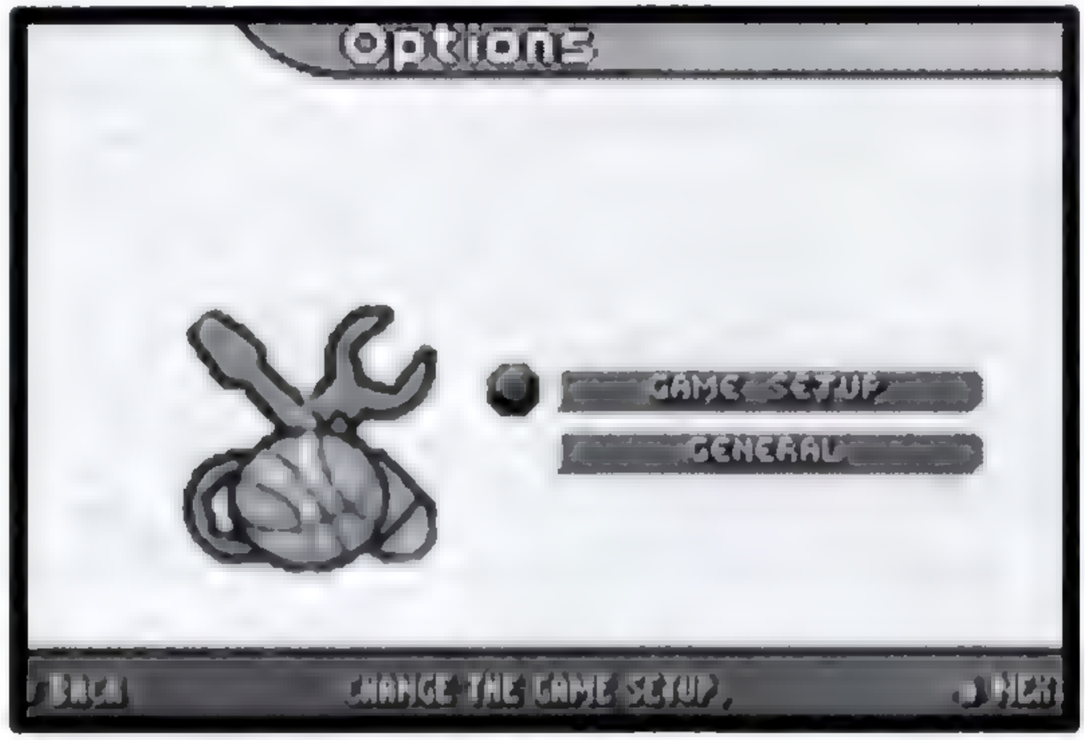
Configure gameplay rules and general settings (see "Options" on page 9).

EXTRAS

Check out the biographies for the Backyard Kids and the NBA pros as kids, view awards and learn about the conditions that influence a player's abilities. You can also see who helped create the *Backyard Basketball 2007* game in the Credits section.

OPTIONS

Game Setup



Game Difficulty — Choose a difficulty level: Rookie, Pro or All Star.

Quarter Length — Choose 1-, 2- 3- or 4-minute quarters.

Fouls - Violations — Turn fouls and violations ON / OFF.

Power-Ups — Turn power-ups ON / OFF.

Fatigue — Turn player fatigue ON / OFF. When set to ON, players will tire over the course of a game.

Shot Assistance — Turn Shot Assistance ON / OFF. When set to ON your players will automatically shoot the ball once the Shot Meter becomes fully charged.

The above gameplay options are set automatically, depending on the difficulty level you choose. You can change any of these options individually by using the **+ Control Pad**.

General

Music — Turn the background music ON / OFF.

Fatigue Bar — Turn the fatigue bar ON / OFF.

Display Intitials — Turn player initials ON / OFF. Player initials help you see who is who on the court.

Auto Save — Turn the Auto Save feature ON / OFF. When set to ON, your progress will be saved automatically after each Season Play game. When set to OFF, you are prompted before saving a game.

Shot Meter — Turn the shot meter ON / OFF.

Brightness — Select screen brightness appropriate for the Game Boy Advance, Game Boy Advance SP or for a television.

PAUSE MENU

Press **START** to pause the game and display the Pause Menu. You can select from the following options:

Resume Game — Return to the current game.

Time Out — Call a timeout for your team to edit your player lineup.

Substitution — Substitute players on the bench for players on the court.

Quit Game — Quit gameplay and return to the Main Menu. Note: Your progress in the current game will not be saved.

PICK-UP GAME AND SEASON PLAY

Coach Sign-In Screen (Season Play only)

Create a New Coach

Create a coach and start a new BBA season. Enter a coach name, select OK and press the **A Button**.

Sign In Existing Coach

Select an existing coach and press the **A Button** to resume a season already in progress.

Copying a Coach

Select Copy and press the **A Button**, then select the coach you want to copy and press the **A Button** again to confirm.

Deleting a Coach

You can save up to two coaches. To delete a coach, select Delete and press the **A Button**. Select the coach you want to delete and press the **A Button** again to confirm.

Game Setup Screen

Set gameplay options for the current game or season (see "Game Setup" on page 9).

Team Select Screen

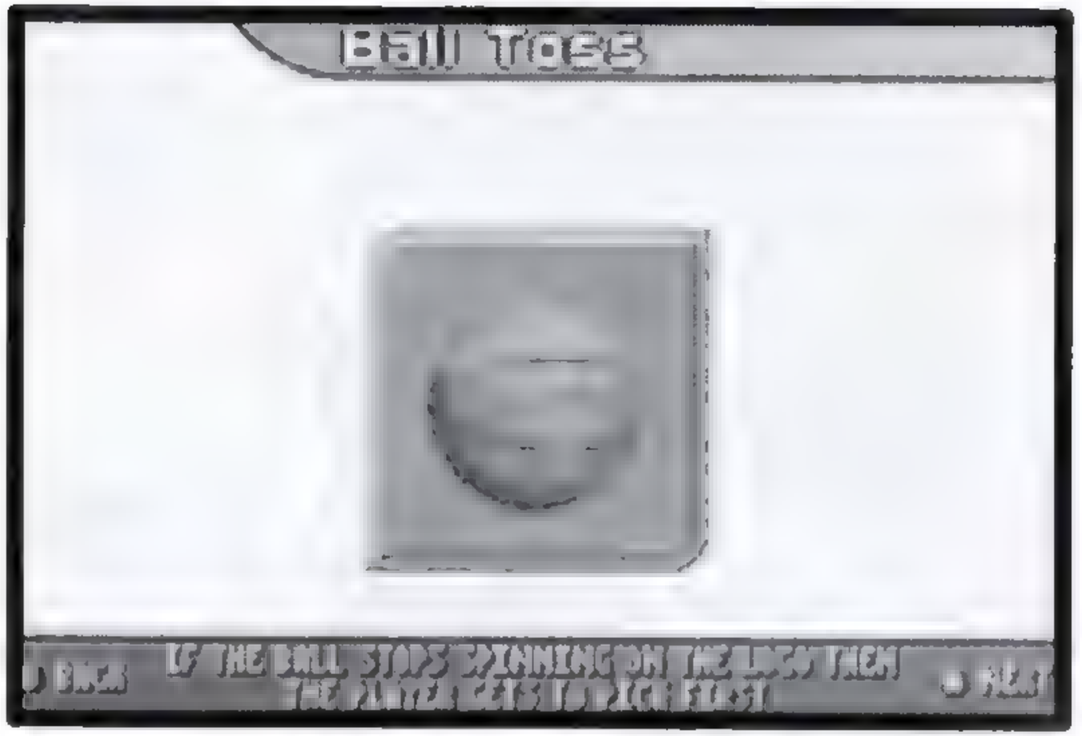
Choose one of 30 NBA or six Backyard teams. Use the **L Button** or **R Button** to view more teams.

Court Select Screen

Select from four standard courts and two unlockable bonus courts. You can unlock bonus courts by winning the Conference finals and the BBA championship (in Season Play mode). Note: In Season Play, the court you choose becomes your home court.

Logo and Valve (Pick-Up Game only)

Just like in a real neighborhood game, the teams play the traditional Logo and Valve guessing game to determine who chooses first. Press the **A Button** to stop the ball from spinning. If the ball lands logo side up, then Player 1 chooses first. If the ball lands valve side up, then Player 2 or the CPU player chooses first.



Player Select Screen

Filled Player Slots

Player Skill Ratings

Player Protraits

PLAYER INFORMATION

Press the **R Button** to view more about the player, including his or her biography and skills.

PICKING PLAYERS

- Use the **+ Control Pad** to cycle through the available players and highlight the kid you want to select.
- Press the **A Button**.
- Select Yes and press the **A Button** again to confirm your choice.
- Continue making picks until you have five kids on your team.

Note: In Pick-Up Game mode, Player 1 and the CPU alternate picking players.

CREATING CUSTOM PLAYERS

You can create and save up to ten custom players.

- Select the "?" player icon and press the **A Button**.
- Select a New player slot and then choose a nickname and physical attributes.
- Press the **A Button** to accept.
- Use the **+ Control Pad** to distribute the available skill points across the skill options, then press the **A Button** to finalize and save your custom player.

LOADING CUSTOM PLAYERS

To load a custom player, select the "?" player and press the **A Button**. Highlight a player slot containing a saved custom player and press the **A Button**. Select Yes to confirm your selection.

DELETING CUSTOM PLAYERS

To delete a custom player, select the "?" player and press the **A Button**. Select Delete and choose the custom player you want to delete. Press the **A Button** again and choose Yes to confirm.

JUMP TO GAME

At any time during player selection, press **START** to quick start the game. Random kids will be chosen for the remaining open player slots and then the game will begin.

Season Play Menu (Season Play only)

Play Game — Start your next scheduled game.

Edit Lineup — Adjust your current team lineup (see "Edit Lineup" below).

My Team Page — View your player milestones, team news and team photo.

League Report — View your team's season statistics, standings, schedule, playoff schedule and awards.

Game Setup — Configure gameplay options. (See page 9 for details).

EDIT LINEUP

You can set up your player positions at the Edit Lineup screen. When satisfied with your choices, press the **A Button** to return to the Season Play Menu.

Change Player Positions
Use the **R Button** or **SELECT** to select a player. Move the player to a new position by pressing the **+ Control Pad** ↑ and ↓, then press the **R Button/SELECT** to confirm the new position.

Substitutions
Select Manual if you want to make your own player substitutions during a game. Select Auto if you want the game to automatically make player substitutions for you.

MINI-GAMES

Practice Mode
Select a court, and then practice your shooting, passing and dribbling skills. When you're finished practicing, press **START** and select Quit.

Hot Shot

Hot Shot is a fun, one-on-one game. Each player can select from several shooting locations on the court, each with its own point value. There are three rounds of play, and the kid with the most points at the end of the third round is the winner.

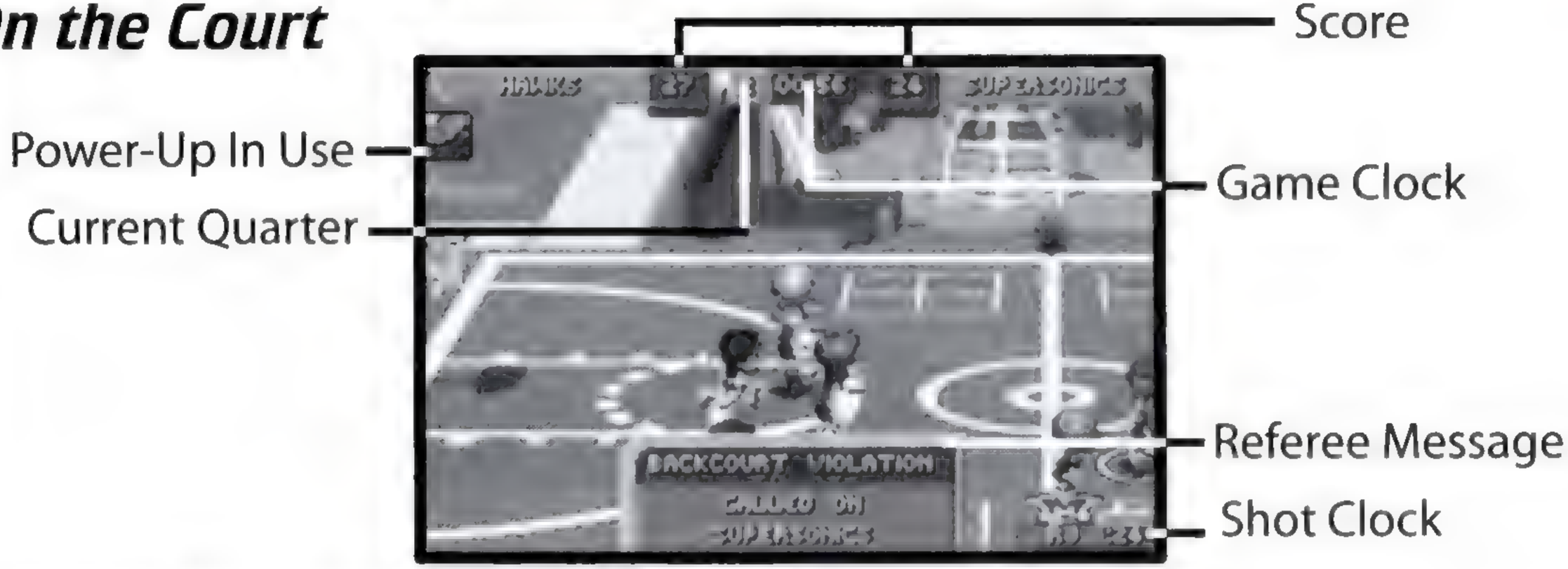
Block Shot

Block Shot is a similar game to Hot Shot, except you can block the opponent's shots on the goal! Just as with Hot Shot, each player can select from several shooting locations on the court, each with its own point value. There are three rounds of play, and the kid with the most points at the end of the third round is the winner.

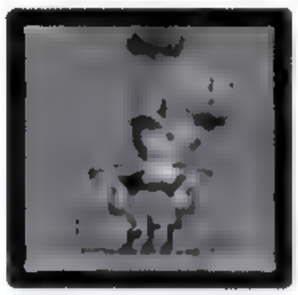
Ball Balance

This is a fun single player game where you try to balance the ball on your finger for as long as you can. Press the **A Button** rapidly to keep the ball spinning on the kid's finger and use the **+ Control Pad** to keep the ball centered left and right. There are four rounds of play, so keep the ball balanced for as long as you can to win the most points.

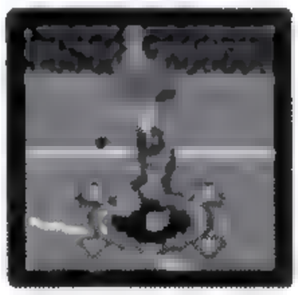
GAME SCREEN
On the Court



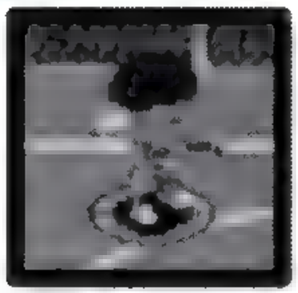
Gameplay Icons



Selected Player
The star icon highlights the player you are currently controlling.



Player 2
The bull's-eye icon highlights the open player you can pass to.



Player 3
The circle icon highlights the third player on your team.

Shot Meter
For the most accurate shot, shoot the ball when the Shot Meter is full. Press and hold the **A Button** to charge the Shot Meter, then release to shoot. Note: The Shot Meter does not appear when the Shot Meter option is set to OFF (see "General Options" on page 9).

Off-Screen Icons
The red triangle icon points to the player you are controlling when he or she is off screen. The blue triangle icons point to the other players on your team.

Power-Up
Run over power-ups to gain amazing abilities including Hot Hand, Super Speed and more. Power-ups last between 1 possession and 5 seconds.

OFFENSE	DESCRIPTION
Dunk	Makes the next shot taken result in a dunk, including a 3-point shot.
Hot Hand	Raises outside accuracy for selected player to almost guarantee a basket from anywhere on the court.
Alley-Oop	The ball will be lobbed toward the basket and the team member will jump up and slam dunk the ball.
Wide Hoop	The hoop grows to twice as wide for one shot on the basket.

OFFENSE	DESCRIPTION
Frostbite	Lowers opponent's team inside and outside shooting accuracy.
Magnet Steal	The next pass attempted by the offense will be intercepted by your closest teammate to the ball.
Fly Swatter	Allows any shot attempt to be blocked.
Butterfingers	Causes the ball to pop out of the opponent's hands when touched.
Brick Ball	Ball will turn into a brick and fall straight to the ground when the opponent tries to shoot the ball.
Deflate	Ball hits the ground and deflates.

GENERAL	DESCRIPTION
Ice Cream Truck	Causes opponents to be distracted by the ice cream truck until you successfully make a basket.
Slo Mo	Makes the opponents run in slow motion.
Super Speed	Team speed temporarily increased.
110% Juice	Resets team stamina to full status.

Fatigue Bar

The Fatigue Bar shows the amount of energy that a player has remaining. Note: The Fatigue Bar does not appear when the Fatigue option is set to OFF (see "General Options" on page 9).

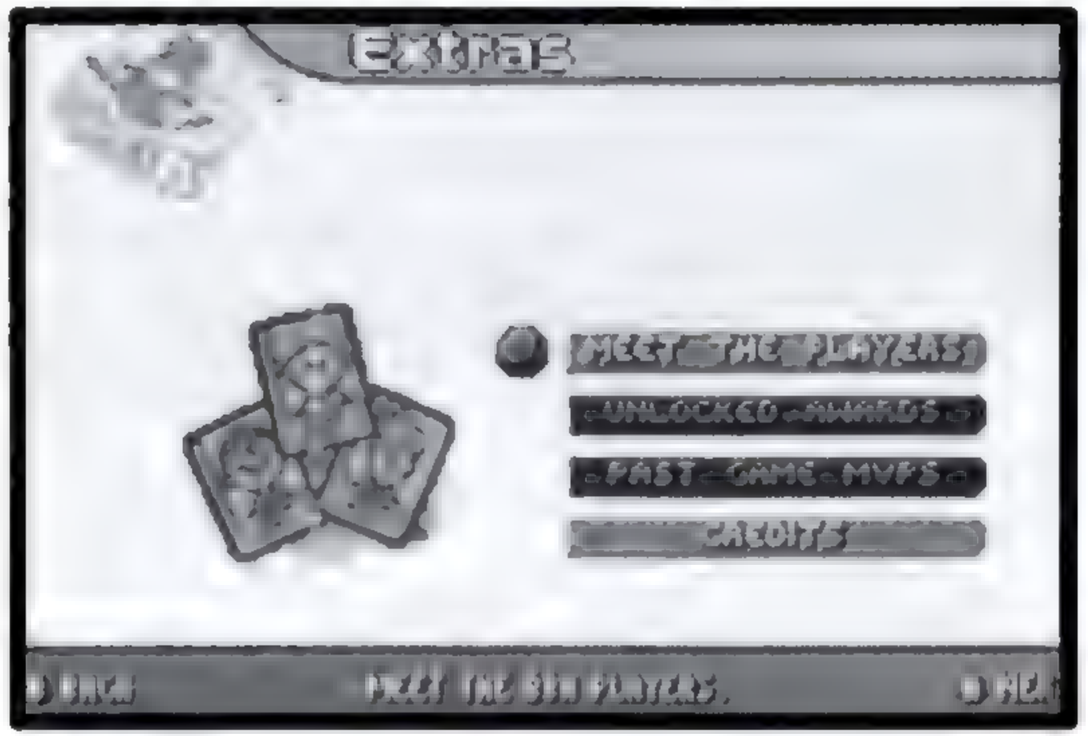
GAME SUMMARY SCREEN

The Game Summary screen displays overall stats between periods and at the end of a game. When finished viewing the Game Summary screen between periods, press the **A Button** to continue. See "Stats" on page 28 for details on the stats categories.

EXTRAS

Select Extras from the Main Menu to view the following:

Meet the Players — Check out the Backyard Kids and the kid versions of NBA stars. Learn about each player's biography and basketball skills. Use the **+ Control Pad** and press the **A Button** to select a player and view his or her information.



Unlocked Awards — View the awards that you have unlocked during gameplay. Awards include Rookie of the Year, MVP and more.

Past Game MVPs — View information about past winners of the Player of the Game award.

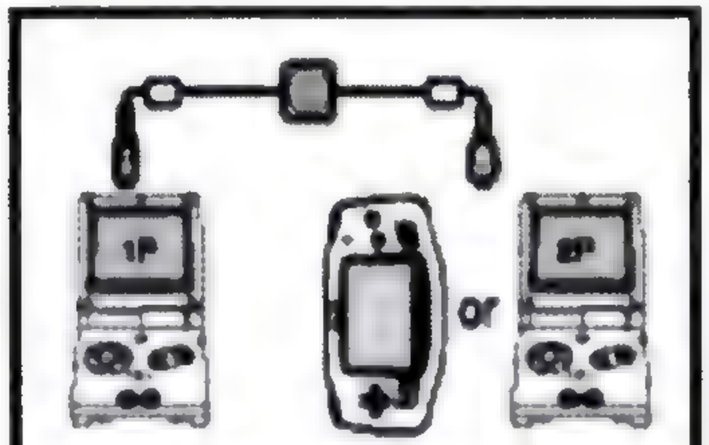
Credits — View the list of people who helped create *Backyard Basketball 2007*.

MULTIPLAYER

You can play a *Backyard Basketball 2007* multiplayer game by using two Game Boy Advance systems and a Game Boy Advance Game Link® cable. Note: Two *Backyard Basketball 2007* Game Paks are required for multiplayer linked games.

CONNECTING GAME BOY ADVANCE SYSTEMS

- Before connecting the Game Link cable, both Game Boy Advance systems must be switched OFF.
- Connect the Game Link cable to each of the systems.
- Insert a *Backyard Basketball 2007* Game Pak into each system and switch the systems ON.



2-Player Game

- From the Main Menu, both players must select the Multiplayer option. Select Head-to-Head for classic three-on-three basketball against your opponent, or choose Hot Shot or Block Shot to go one-on-one.
- The player connected to the purple connector on the Game Link is Player 1 and controls the game settings.

OFFICIAL BBA RULES

Backyard Basketball 2007 uses rules similar to those used by the National Basketball Association, with a few modifications.

SCORING

2-Point Field Goal: A successful shot taken from inside the 3-point line is worth 2 points.

3-Point Field Goal: A successful shot taken from beyond the 3-point line is worth 3 points.

Free Throw: A player is given one, two, or three uncontested ("free") shots at the basket from the free-throw line when a foul occurs. Free throws begin after the fifth team foul in a quarter.

TIME

There are four 1-, 2-, 3- or 4--minute quarters in the game (see "Options" on page 9).

There is a 24-second shot clock. The shot clock resets when a shot is made, when the ball hits the rim, or when a turnover occurs. Possession goes to the opposing team when the shot clock reaches zero.

Each team receives three timeouts per half, and one timeout per overtime quarter (as needed).

Overtime consists of one-minute quarters (as needed).

STATS

PLAYER STATS	
PPG	Points per game
P	Total points
RPG	Rebounds per game
DEF	Defensive rebounds
OFF	Offensive rebounds
A	Assists
FGA	Field goals attempted
FGM	Field goals made
FG%	Field goal percentage
3PA	3-point shots attempted
3PM	3-point shots made
3P%	3-point shot percentage

PLAYER STATS	
FTA	Free throws attempted
FTM	Free throws made
FT%	Free throw percentage
B	Blocks made to date
BPG	Average blocks per game
S	Steals made to date
SPG	Steals per game
TO	Turnovers
TPG	Turnovers per game

CREDITS

Humongous, Inc.

Skip Saling
Executive Producer

Aimee Paganini
Susan Merrill
Senior Producers

Erik Haldi
Creative Director

Bob Givnin
Game Designer

Rafael Calonzo, Jr.
Character Design

Mistic Software

Christophe Desplanches
Lead Programmer

Sergii Bilyk
Roman Shpak
Programmers

Christophe Desplanches
Johann Gagnon
Tools & Library Programmers

Frederic Marsolais
Martin Vachon
Programmers

Francis Malvesin
Lead Graphic Artist

Oksana Truhan
Ihor Solovey
Martin Tremblay
Graphic Artists

Vannara Ty
Lead Designer

Martin Vachon
Designer

Frederic Bibet
Studio Manager & Producer

Vyacheslav Sidin
President of Misticsoft

Flavien Bau
Jacques Sarremejeanne
Special Thanks

Allister Brimble
Anthony Putson
Music & SFX

Atari

Ezequiel "Chuck" Nunez
Manager of Publishing Support

Joy Schneer
Director Strategic Relations

Cecelia Hernandez
Senior Manager Strategic Relations

Arthur Long
Strategic Relations Specialist

Dave Strang
Manager, Engineering Services and Compatibility Lab

Randy Buchholtz
Eugene Lai
Ken Edwards
Engineering Services Specialists

Jason Cordero
Q.A. Project Supervisor

Chris Morales
Lead Tester

Chris Tibayan
Assistant Lead Tester

Jordan Bien
Jason Choi
Raul Cruz
Juan Moreno
Mark Nonato
Justin Rybij
Mike Schmidt
Testers

Special Thanks
Nick Mirkovich
Mike Rouette
Steve Bercu
Frederic Chesnais
Lauren Schechtman
Alyssa Padia Walles

National Basketball Association
Greg Lassen
Stacey Kerr

Excel Sports Management
Jaymee Messler
Annie Civetz

HUMONGOUS INC. WEB SITE

Check out new games, contests, and activities at:

www.backyardsports.com

TECHNICAL SUPPORT (U.S. & Canada)

Help Via Email

If you are experiencing technical problems with **Backyard Basketball 2007** and did not find a solution in this manual, our tech support can be reached via email at this address:

techsupport@backyardsports.com

Or visit our website at **www.backyardsports.com** to find our FAQ (Frequently Asked Questions) documents and Hints/Cheat Codes if they're available

- **Note:** In the event we must send you a Hint Sheet, FAQ document, patch or update disc via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. We may also require you to register as a user on the site in order to access the consent forms.

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You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

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